THE RULES OF ABCDE

THE ELEMENTS OF THE GAME

Six colors of ships. Identity cards. Currency. Trade route cards. A map of the world. Territory cards. Resources tickets. Piracy license cards. News cards.

GAME SETUP

1. Choose a person as a general to host the entire game.
2. There are six empires. They are the United Kindom, Russia, the United States, China, Japan, and the pirate. Each player chooses an identity card and becomes the country they choose. Then shuffle the remaining territory cards and allocate the cards to players. Then everyone places a house on the territory they have. Place four ships onto any territory they have. Note that every territory can only hold up to three ships.
3. Everyone initially gets $450, five wood and five metal tickets. The host records the initial resource prices on paper.
4. Countries:

* The United Kindom
* Capital: London
* Color: Yellow
* Skill: Each time collecting tax, you can earn $10 more for each territory
* Russia
* Capital: Murmansk
* Color: Red
* Skill: You can build a ship with $20 and either a wood ticket or a metal ticket.
* China
* Capital: Shanghai
* Color: Green
* Skill: You can earn $200 more each time completing a trade task.
* Japan
* Capital: Tokyo
* Color: Silver/Orange
* Skill: You can park at a foreign port or go through a choking point without permission, and the territory owners (not including the pirate) will protect you when at their places.
* The pirate
* Capital: Darwin
* Color: Black/Purple
* Skill: You are always a “chartered pirateer” and a “legal smuggler”. You can rob legally and needn`t pay fees when entering foreign territories.
* The United States
* Capital: New York
* Color: Blue
* Skill: you can build factories on any territory you like, except for gold territories.

1. Operation order in turn: the United Kingdom > Russia > China > Japan > the pirate > the United States.

WHAT CAN YOU DO IN YOUR TURN?

You must do this:

* You can move all your ships once or use them to attack, or just keep them still if they are at port.

You can only do one of these below:

* You can grab trade route cards.
* You can build your ships.
* You can build one factory house
* You can buy or sell resources, ships, factories, and lands.

AT THE END OF EACH FIVE TURNS(TAX TIME)

1. You are informed of the news card first.
2. You can receive tax and resources at the end of the turn. The tax is printed on the territory cards in blue. You can get the total tax from all your territories.
3. You have to pay $5 per ship still running on the map as the crew's wages.
4. You can also buy a pirate license card.
5. You can also buy a railway or a canal.

THE OWNERSHIP OF A TERRITORY

1. The territory card writes the name of the territory, the type of the territory, the coordinate, the resource produced, the tax amount, and the parking fee.
2. The tax amount is in blue, while the parking fee is in red.
3. If your territory is a port, the tax is $20; if your territory is a chocking point, the tax is $30. The parking fee varies from territory.
4. If you build a factory at a foreign port, you have to pay the port owner for the parking fee at tax time as the tax.
5. You can refuse to allow other people to enter your ports at any time except for Japanese ships or trading ships.
6. As a territory owner, you must protect the ships which pay you for parking fees, whenever they are attacked in your port. And if you lose the battle, the territory will not be given to the victor.
7. For pirate ports, they don`t charge parking fees and they would not protect those ships that enter the port. But you are still on the course if you park at a pirate port.

HOW TO MOVE

1. If your ships are on the course, your ships can move up to three blocks, but you have to pay the parking fee to the territory(unless you attack the territory). The parking fee is written on the territory card in red. If the route near the edge of the block is short and negligible enough, you can skip the block. You can only go straight along the course once you leave the territories. To break this, you have to be off the course.
2. If your ships are off course, your ships can only move one block per turn. They can move horizontally, vertically, or diagonally until they arrive at a port and pay the parking fee. If your ship is on a trade route, the ship's speed can be two blocks per turn when off course.
3. All the ships will always be moving until they park at ports - after paying the parking fees.
4. Any ship can be moved in each turn, but individual ships cannot be moved twice or more.
5. If you go past a port, you can pay to the port owner, then the port will protect you and you can go onto a course. However, if you go past or go through a choking point, you must pay to the territory owner, and he must protect you from any potential attacks when at this point.

HOW TO ATTACK

1. Move your ship to the place to attack. The place can be either a fort or an enemy ship. Each time you attack, you can only use up to two ships. Each time you defeat, you can only use a fort and a ship, or two ships if the enemy does not attack your fort.
2. A ship`s power value is 2, and a fort's is 3. A merchant ship`s power is 1. Add your power values of involving ships and forts together. Roll dice and multiply the dice point by the sum of the power values.
3. The person who has higher results is the winner. The territory should be given to the winner if the fort owner loses. The ships should be sunk if the ship owner loses. If the winner is the pirate or the one with a senior piracy license, he can make the loser`s ship his by replacing the ship with his color.
4. A merchant ship cannot attack others.

HOW TO COMPLETE A TRADE ROUTE

1. Pay $150 and grab three trade route cards. Choose only one card you think you can accomplish. Then you have to move one of your ships to the beginning port. Must finish one before grabbing another card.
2. Before you start, declare that you are setting off from the initial ports. Reach the finishing port to get the money printed on the card.
3. Claim that you finish the journey if you complete the trade route. And you should keep the finished cards in your hand.

PIRACY

1. You cannot get any money from the robbery if you rob a ship without a senior piracy license. Having a senior piracy license, also called “Letter Of Marque” or a pirate permit, you can be a “chartered pirateer”, which means, you can rob a ship as long as you want. One senior license costs $100. The validity time is forever; you can sell the license to another person.
2. Having a junior piracy license, known as a smuggling permit, you can be a “legal smuggler”, which means, you can enter every port and choking point without payment. One junior license costs $50. However, the territory owners still have the right to keep you out, except that your ship is a merchant ship. The validity time is forever; you can sell the license to another person. A country can have both senior and junior licenses at the same time.
3. Piracy licenses can only be purchased during tax time, and the host may organize an auction if more than one person wants to buy the same license.
4. If a ship attacks the trade ship in the way and wins, it can take over your task, complete the remaining journey, and get the money written on the trading card. If you sell the goods at your ports or a pirate port, you can get $200. You cannot sell your goods at other ports.

HOW TO GAIN RESOURCES AND BUILD SHIPS

1. Each resource ticket represents a unit of this ticket.
2. Each territory can have only one house. A green house stands for one factory, and a red house equals two green houses. A territory can only have up to two factories. A territory that produces gold can only have one green factory.
3. You have to build factories in territories before obtaining resources. Each green factory costs $40, and you must spend one unit of wood and one unit of metal to build one. For a red factory, you can just spend one more wood resource ticket based on the green factory. You can build factories in foreign territories as long as you negotiate a good price with port owners, except for the United States.
4. A factory does not have power value. Once the territory is robbed, the factory belongs to the new owner. If you do not want to keep the factory, spend $10 per house to destroy it.
5. You can gain one unit of resources from a green factory, or 2 units from a red factory at the tax time. The resources are wood, metal, oil, sugar, fertilizer, and gold. After you build factories, from the next turn, you can receive resources from a factory, which means you can get one relevant resource ticket.
6. You can sell gold to the bank at the market price. Other resources can be sold to the bank but with a price $5 lower than the market price. You can buy resources from the bank at the price of $10 higher than the market price.
7. The function of resources

* Wood - building a ship/factory
* Metal - building a ship/factory
* Oil - using one unit of oil can add one power value when battling. Up to two units of oil can be used in one battle. Using one unit of oil in a green metal factory, you can gain three units of metal the next tax time, or five units from a red metal factory. (put the oil card next to the factory). Spend five units of oil so one of your ships can go through the north polar within 3 turns to restick to the courses.
* Sugar - using one unit of sugar so all ships can be moved for 1 more block for one turn. Only up to two units of sugar can be used at one turn.
* Fertilizer - Use one unit of fertilizer in a sugar/wood factory, and you can get three units of sugar/wood from that factory the following tax time. (put the fertilizer card under the factory)
* Gold - you can use gold tickets to pay the equivalent price.

1. All of the resource prices will be increased by $5 per unit every five turns. When a country is just completing a trade route, all the prices of the resources are reduced by $ 5 per unit. News at tax time can also influence the prices. Prices can only be increased or decreased by $40 every five turns.
2. You can only have up to 10 resources(except for gold) tickets in your hand; otherwise, you have to quit some resources till you have 10 left.
3. Note that there are arm factories, which make new ships with certain money and resources. They do not generate resources. But you can only build your ships in your capital if you do not have an overseas arm factory every time you build a ship, you need to spend one unit of wood, one unit of metal, and $40; the next turn, you can move the ship.

RAILWAYS AND CANALS

1. You can only purchase railways and canals at tax time. Once purchasing, you can use them. Railways and canals cannot be used until someone buys them.
2. The price for railways is $50 per block. The price for a canal is $200.
3. If a ship is at an endpoint of a railway, the ship can shift to the other endpoint in the next turn. Pay $10 per block for a railway ride, and $40 for a canal crossing.

CONTROLLING CURRENCY

1. Suppose you own 5 units of gold and conquer the port(s) printed on the currency. In that case, you can control the issuing of the corresponding currency(for example, if you conquer San Francisco, you can control the issuing of the 200 dollars notes. )
2. You can issue the money as much as you want or issue the money to yourself. You can also keep the money.
3. The prices of resources will be influenced by controlling currency issuing.

* All reserved 5 dollars are gone: all the prices of resources will be decreased by 20 dollars.
* All reserved 10 dollars are gone: all the prices of resources will be decreased by 10 dollars.
* All reserved 20 dollars are gone: all the prices of resources will be decreased by 5 dollars.
* All reserved 50 dollars are gone: all the prices of resources will be increased by 10 dollars.
* All reserved 100 dollars are gone: all the prices of resources will be increased by 20 dollars.
* All reserved 200 dollars are gone: all the prices of resources will be increased by 40 dollars.

1. If you are in charge of a type of currency note, you have to issue at least two pieces of a type you control every tax time.

AGREEMENT/TREATIES EXAMPLES

1. Tax-Free Agreement: you can join or form an alliance where people agree not to charge each other when they park at each other`s ports. You can set up prerequisites for people who want to join.
2. Sharing Agreement: when you want to go onto a trade route, you can ask people for money, and they will be your sponsors. You have to record the percentage they invest and return the earned money to them based on the percentage. Note that the sponsee himself must invest 50% or above in the journey.
3. Bet-on Agreement: when you are a sponsor, you can set up one or two attached conditions with your sponsee. You can either award him when he achieves the goal, or punish him when he misses the goal. You can do both. Note that the investment can be anything - not just trade route journey.
4. Loan/Interest Agreement: you can negotiate the interest rate with a group of people or a person so that you can borrow money from people or lend to them based on the rate. The interest rate is up to 200%, and is down to 0%. You can evaluate interest rates based on reputations, financial situations, and potential risks, or just randomly decide the interest rates. You can decide when to pay back the loan. Basically, the later you pay, the higher interest rate you will receive.
5. Military Agreement: you can form a military alliance to protect each other. You can set up prerequisites for people who want to join.

SOMETHING ELSE

1. You cannot attack or take over someone`s capital.
2. You can negotiate with people during this game. You can draft treaties with people. Treaties are effective once they are signed.
3. You cannot penetrate into the arctic ocean beyond the courses, unless you spend 5 units of oil to surpass the north polar.
4. “All prices” in the rules mean only all the resource prices.
5. The market price is always only a reference price, and if you trade between individuals, you can trade at any price as long as you are accorded. The prices printed on the resource tickets are market prices.
6. The Caribbean Sea and Mexico Gulf in the news card mean territories below:

Veracruz, Havana, Maracaibo, Santo Domingo, Jacksonville, and one block next to them on the Atlantic Ocean.

1. The North Pacific coast in the news card means territories below:

Acapulco de Juarez, San Francisco, Vancouver, Anchorage, Vladivostok, Manila

1. West Africa in the news card means territories below:

Cape Verde, Freetown, Lagos, Benguela, Walvis Bay

HOW TO WIN.

Based on the ranking of each achievement, you can have relevant points. The full mark is 200.

Have the most territories

50 40 30 20 10

Have the most money

50 40 30 20 10 0

Have the most various kinds of factories

25 20 15 10 5 0

Have the most finished trade route cards:

25 20 15 10 5 0

Have the most railway mileage

25 20 15 10 5 0

Win the most amount of wars

25 20 15 10 5 0

For example, suppose the United States is 1st place in territory quantity, 2nd place in money quantity, 3rd place in resource variety, 4th place in trade route, 5th place in railway mileage, and 6th place in wars. The score of the United States is 50 + 40 + 15 + 10 + 5 + 0 = 120.

Whoever has the highest score is the winner.